C L A I M S

1. A communication method between a server and a client computing device in which responsive to client requests the requested contents are delivered from said server via a network to said client computing device, comprising the step of: in response to a current request delivering additional non-requested contents being associated with the content of the current request in predetermined traffic situations, said non-requested contents having a probability to be desired subsequently to the current request which is higher in relation to that of other contents being associated as well with the content of the current request.

2. The method according to claim 1 further comprising the step of: determining the current load of said server, delivering additional contents only when the server's current load is below a predetermined threshold level.

3. The method according to claim 2 in which said load determination comprises the step of: measuring the current usage of the server computer's processor, or the current request rate.

4. The method according to claim 3 in which the more additional contents are delivered the lower is the current server load.

5. The method according to claim 1 further comprising the step of: determining said non-requested contents from an evaluation of statistics tracking the access probability of a plurality of different contents having each an association to the currently requested content.

6. The method according to claim 5 in which said statistics are based on weighted graph calculations, the contents being represented as nodes, the linkages being represented as vertices, and the acces probability being tracked as a vertice weight attribute.

7. The method according to claim 1 further comprising the steps of: receiving transmission time information associated to particular requests, and evaluating it as a feedback information.

8. The method according to claim 1 used for delivering web pages from an Internet server computer.

9. The method according to claim 1 implemented in a programming code delivering documents described in the Wireless Markup Language (WML) to clients.

10. A server computer system having installed program means implementing means for determining and delivering non-requested contents according to the method of claim 1.

11. An intermediate server computer system switched between a server computer system according to claim 10 and a client computer system and having installed program means implementing means for receiving and buffering non-requested contents and for sequentially providing said contents to a client computer system not being able to process additional contents with a respective request.

12. A client computer system having installed program means implementing means for receiving and buffering non-requested contents delivered according to the method of claim 1.

13. A computer program for execution in a data processing system comprising computer program code portions for performing respective steps of the method according to claim 1, when said computer program code portions are executed on a computer.

14. A computer program product stored on a computer usable medium comprising computer readable program means for causing a computer to perform the method of claim 1, when said computer program product is executed on a computer.